```
VsnetSocketBase
                     # _fd
# _set
                     + VsnetSocketBase()
                      + ~VsnetSocketBase()
                      + valid()
                      + get_fd()
                      + close_fd()
                      + get_socktype()
                      + set_block()
                     + set_nonblock()
+ get_nonblock()
                      + isActive()
                      and 9 more...
                      # child_disconnect()
                                Δ
                           VsnetSocket
                         remote ip
                      # local_ip
                     + VsnetSocket()
                      + ~VsnetSocket()
                      + isTcp()
                      + optPayloadSize()
                      + queueLen()
                      + eq()
                      + lt()
                      + sameAddress()
                      + sendbuf()
                      + recvbuf()
                      + dump()
                      + getRemoteAddress()
                      + setRemoteAddress()
                      + getLocalAddress()
                      + setLocalAddress()
       VsnetTCPSocket
# _incomplete_packet
#_cpq
#_cpq_mx
incomple
#_incomplete_header
# _header
#_connection_closed
#_sq
#_sq_current
                                          VsnetUDPSocket
#_sq_off
#
   _sq_mx
# _sq_fd
                                       + VsnetUDPSocket()
+ VsnetTCPSocket()
                                       + ~VsnetUDPSocket()
+ ~VsnetTCPSocket()
                                       + isTcp()
+ isTcp()
                                       + optPayloadSize()
+ optPayloadSize()
                                       + queueLen()
+ queueLen()
                                       + isActive()
+ sendbuf()
                                       + sendbuf()
+ recvbuf()
                                       + recvbuf()
+ dump()
                                       + lower_selected()
+ isActive()
                                       + dump()
+ lower_selected()
                                       + setRemoteAddress()
+ need_test_writable()
+ get_write_fd()
+ lower_sendbuf()
+ lower_clean_sendbuf()
# child_disconnect()
# inc_pending()
# dec_pending()
# inner complete a packet()
# private_nothread_conditional
 write()
```